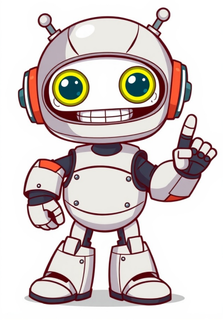
I'm not a bot



Forged Steel Is Rare Resource Used In Crafting And Upgrading Various Items ========== Forgeable Multi-Purpose Resource Forged Steel Used For Crafting And Upgrades Various Items Easily But Expensive To Use Advanced Engineering Level Required ========== Note: This Article Used Only For Reporting Spam, Advertising And Problematic Posts. Forged Steel Is Forgeable Material Used In Crafting And Upgrade Various Items. It Is Easy To Forge But Very Expensive Resource To Use. ========== If You Want Craft 1000 Forged Steel Need 20000 Iron But Only 2000 Clay Needed Because Each Clay Smelt Into 5 Clay When Forging ========== Advanced Engineering Level Required To Use Forged Steel Easily. Advanced Engineering Level 5 Requires Only 1/10th Of Clay Compared To Iron. ==========The 7 Days to Die Wiki: A Hub for Community-Driven Knowledge ========== Looking to improve the wiki, just click "edit" and make a change if you think it's useful. The integrated version tracking system ensures that mistakes can be easily fixed, so don't be afraid to take the initiative. When editing, use the "Preview" button to check how the page will look before saving it. You can find pointers on formatting pages in Help:Style guide, but feel free to make small changes anyway - someone can always update them later if needed. If you're new to wiki syntax, the editing help page has a basic guide to get you started. If you want to experiment with code, use your userpage or the shared sandbox page. Once you feel comfortable with Wiki syntax, add your 7 Days to Die knowledge to the many articles. The wiki is designed to be a reference for all things 7 Days to Die-related. While browsing the Main Page or using the search box at the top of the page can help find information, if you don't find what you're looking for, consider creating an article about it. The editing help page has the basics of how to use wiki formatting, and you can edit any page just by clicking the "edit" link at the top. If you need admin-related help, contact a admin. The Heatmap is a mechanic that controls zombie spawns based on player activity. It's not related to temperature but affects a certain area around the affected zone. Higher activity levels make zombies more likely to appear in chunks (16x16 block areas).heat level value and various activities can increase the heat level. Heat generated in a chunk affects that chunk and all adjacent chunks. Once the heat-generating activity stops, the heat level will decrease slowly over time. Heat is accumulated on a 100.00% scale and will constantly increase and decrease. To see the heat level of the chunk that the player is in, activate debug mode, and press F8 twice. ========== heat-generating mechanisms in Minecraft ========== Three [number of events]) * two [the number of forges] = 36% After eight hours, maximum for each forge reached (heating event start expiring), so with the above table, 30%*2=60% total heat in the chunk. This maximum stable until new heat sources added or forges turned off. Dissipation[heat map time defined as seconds for heat to dissipate] Not modeled instantly turn off after time. But in blocks.xml, a comment states "HeatMapTime decays in x seconds and scales with game time" - misinterpreted as decay modeled. It's not, heat events expire after some time without attenuation. Flickering Fires[] (torches, candles, barrels) produce heat events when placed by player, but unlike other sources, do not emit interval. Generate heat simultaneously every real-world minute. Likely for performance reasons. Candles are half torches and barrels preferable in places expected to spend time like bases. Example: Single torch adds 0.5% heat every real-world minute. 10 torches reach 100% after 20 minutes, but with 120-minute days, single torch adds 0.25%, so 10 torches after 40 minutes. Generating maximum heat[] To draw large amount of zombies to area and generate maximum heat, use 25 campfires fully loaded wood consistently reach 100% heat map. Once at 100%, turn off 5 of them, as no longer need boost to maintain heatmap at 100%. Note: Only 4 consistent campfires needed to reach 100% every so often. Starting auger[] Spawns screamer instantly with average RPM 300, spawn 3 screamers per minute. Using items[] Firearms and explosives generate heat on per-use basis. Below table: category, type, examples, heat (%)The m60, a 0.7 180 guns minor turret, is present along with the junk turret and an unused sound. The rocket launcher, m136, has a low fire rate of 0.2 90 explosives. Molotov cocktail explosions also have a low fire rate of 0.2 90 explosives. All other explosives have a moderate to high fire rate. The game features various sounds, including the drawbridge operating and closing every 60 ticks with a moderate sound level. Large creatures, such as those bigger than a boar, can die in this area. Trader calls, like shop announcements, are present but do not significantly contribute to the heatmap. Minor sounds, like the blade trap hitting something or dart trap shooting, also exist but have small heatmaps. The game rewards players for shooting metal objects with every bullet that strikes them, regardless of the type. Machine guns are particularly effective due to their high number of bullets fired. Operating the drawbridge is essential and has a moderate sound level. Large creatures can be deadly, especially those bigger than boars. The trader's call is not significant in heating up the area. The game features various sounds for different events like chopping trees, mining, or using tools on metallic objects, as well as when zombies damage metal structures. Using loud tools and causing unnecessary damage increases heat, while hunting with quiet weapons does not contribute significantly to the heatmap. Dismantling with wrenches or damaging metal objects using other metal tools accumulates heat over time. Using certain tools results in less cumulative heat due to fewer hits required, while bashing open safes causes a higher rate of heat accumulation. Lockpicking safes is safe from this effect. Damage caused by zombies also increases heat, potentially drawing more zombies than the player can handle.Rewritten text using INCREASE BURSTINESS (IB) method: The heat map can be greatly affected by the materials used for building. Upgrading or constructing with metals will significantly increase the heatmap, not just limited to metal blocks but also including metallic tiers of scrap and doors. Metal traps like the spinning blade generate heat as they take damage from both zombies and players. When breaking down blocks, certain materials have specific heat stats that can be seen in the table below: Material Heat Stats Lifetime wood 0.6 60 stone 0.25 45 metal 1.42 90 glass 1.5-2.1 90 The heatmap issue known as Horde Mentality is another problem players may encounter, particularly those who choose to stay in one place. Even without any heat-generating activities nearby, zombies can still spawn and head towards the player, causing the heatmap to rise rapidly over time. This phenomenon can be attributed to two main factors: the collective memory of zombies and the compounding effect of killing and respawning them. While recent updates have made this issue less of a concern as long as guns are not excessively used at the base during blood moons. The use of certain items or actions can also impact the heatmap, such as riding a bike which generates heat but doesn't directly attract zombies' attention. Doors with metal upgrades increase the heatmap by 0.05 points each time they're opened or closed. On the other hand, running, non-fire-based light sources like spotlights, and player beds do not contribute to the heatmap. However, some items can unexpectedly affect the heatmap in different ways. The compounding effects of individual heat-generating items and actions add to the overall heat level. This means that multiple campfires or forges can compound the increase in heat for a specific area over time. Additionally, single items' generated heat levels accumulate gradually, making it possible to get caught in a cycle where screamers continue to spawn and attract more zombies. Videos[]perks system offers customization options for various playstyles, allowing survivors to carve their own path through the zombie-infested wasteland. ========== The five main Attributes - Perception, Strength, Fortitude, Agility, and Intellect - each have 10 levels, providing bonuses in that category as levels are increased. The player starts with one level in all attributes and can spend skill points to continue leveling them up. Levels 2-5 cost one skill point, levels 6-8 cost two skill points, and the last two levels cost three points each. Each attribute has ten perks with five levels each, with requirements depending on the perk. Certain drugs and items can temporarily boost attributes, allowing prerequisites to be met for perks. However, if the effect wears off, the character loses the benefit until they meet the prerequisite again. The perk system has been reworked with the release of update 2.0 "Storm's Brewing", introducing attribute masteries and moving some previously associated perks to a separate "General" tab. Most Perks require exact Attribute levels, but there are exceptions. For example: * Lucky Looter & Salvage Operations Pack Mule Miner * 69'er & Mother Lode Robotics Inventor Advanced Engineering Grease Monkey * Perception Attribute: + Level 1 gives 200% headshot damage to spears and rifles with explosive weapons. + Levels 2-8 increase headshot damage by 10% and chance to dismember by 5%. + Levels 9 and 10 increase headshot damage by 15% and dismember chance by 5%. Attribute-Associated Perks are divided into three subcategories: * Combat Perks: Dead Eye, Demolitions Expert, Spear Master, Quick and Perceptive. * General Perception Perks: The Infiltrator, Animal Tracker, The Penetrator, Perception Mastery. * Scavenging Perks: Lucky Looter. ========== You gain more loot with each level up of your perks. The treasure hunter will teach you skills that would even impress Blackbeard. Salvage is key! Use a wrench, ratchet, or impact driver to get the most out of your resources. The strength attribute measures how strong you are. Level 1 increases headshot damage from shotguns, clubs, and sledgehammers by 200%. As you level up, this damage increases by 10% each time until it gets a 15% boost at levels 9 and 10. You can specialize in combat, general strength, or construction. Combat perks for strength include Boomstick, which makes shotguns more deadly, Pummel Pete, which specializes in club attacks, Skull Crusher, which focuses on sledgehammers, Big and Fast, which boosts speed, Heavy Armor, which makes you nearly unbreakable, Pack Mule, which increases carrying capacity, Master Chef, which improves cooking skills, and Miner 69'er, Mother Lode, which maximizes resource gathering. The fortitude attribute measures resilience. Level 1 increases headshot damage from fists and machine guns by 200%. As with strength, this damage gets bigger as you level up. Combat perks for fortitude include The Brawler, Machine Gunner, Lightning Hands, Survival perks like The Huntsman, Well Insulated, Living Off The Land, Pain Tolerance, and Recovery perks Healing Factor, Iron Gut, Rule 1: Cardio. Agility measures athletic ability. Level 1 gives a 5% chance to dismember with bows, handguns, and knives when you hit. As you level up, this chance gets bigger until it's 15%. You can also specialize in combat or other perks. Combat Perks: Mastering Different Playstyles and Attributes ========== Archery "Get proficient with bows and crossbows for long-range engagements." Gunslinger "Develop skills for close-quarters combat using handguns and SMG to take out enemies." Deep Cuts "Specialize in melee combat using bladed weapons like knives or machetes for aggressive playstyle." Whirlwind "Learn fast-paced movement techniques to quickly switch between ranged and close-range attacks." ========== Athletic Perks: Improving Movement and Combat Efficiency ========== Run and Gun "Enhance your hip fire accuracy while moving rapidly to maintain situational awareness." Medium Armor "Optimize your gear for reduced degradation, stamina penalties, and improved movement speed." Parkour "Master acrobatic movements to traverse environments quickly and easily navigate vertical spaces." ========== Stealth Perks: Enhancing Sneakiness and Infiltration ========== Hidden Strike "Develop skills for stealthy takedowns using the element of surprise to take out enemies undetected." From The Shadows "Improve your ability to sneak around in low-light environments and minimize noise detection." ========== Intellect Attribute: Boosting Cognitive Abilities ========== Electrocutioner "Hone your skills with stun batons for enhanced damage output and incapacitation capabilities." Robotics Inventor "Cultivate expertise in robotics, allowing for more efficient deployment of advanced equipment." Calculated Attack "Utilize intellect to optimize attack trajectories and increase combat efficiency." ========== Influence Perks: Shaping Interactions and Rewards ========== Better Barter "Refine your negotiation skills with traders, securing better deals and access to exclusive resources." The Daring Adventurer "Maximize rewards for completing quests through bold action and risk-taking." Charismatic Nature "Develop leadership qualities to inspire allies and enhance combat effectiveness." ========== General Intellect Perks: Supporting Character Development ========== Physician "Improve your resource management with enhanced health and medical application capabilities." Advanced Engineering "Enhance item crafting efficiency, allowing for faster production on workbenches." Grease Monkey "Develop skills in vehicle scavenging and assembly from scrap materials." Lock Picking "Master lockpicking techniques to bypass security measures quickly." ========== Book Perks: Unlocking New Abilities and Opportunities ==========it appears that the game's skill system is being revamped, but until then, players are left wondering about the purpose of certain skills and perks, which are categorized by subcategories based on the Template:Infobox_skill page. one player notes that they invested in steel smithing to access springs and mechanical parts, but still has no idea what the purpose of these levels is. another player suggests that the upcoming console update will likely reset everything, so it's worth waiting for. ==========